F-15 STRIKE EAGLE™

MICROPROSE™ games

New Company: a division of MicroProse Software, producer of best-selling, award-winning computer games since 1982, with over six million games sold around the world
New Technology: state-of-the-art 3-D graphics, 2000 polygons/frame, 30 frames/second

Exciting Gameplay: extensive playtesting and focus group research reveals a wide base of support among many age groups. Revolutionary 3-D graphics attract constant crowds.

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Like the coin-operated industry, the computer game industry is driven by games that attract players, then keep them playing and asking for more. The MicroProse formula for gaining a large repeat audience includes three components.

Game depth, repeat play and buy-in

F-15 Strike Eagle has more depth than any game the arcade has ever seen.

- multiple missions
- six unique combat arenas
- multiple skill levels
- instant gratification
- awards, promotions, and commendations entice the player to keep playing
- repeat playability — player never runs out of challenges
- option to buy extra weapons and fuel

The cutting edge of technology

MicroProse Games has built a new computer from scratch, designing the most powerful graphic engine in the industry.

- state of the art 3-D graphics technology
- 2,000 polygons per frame
- 30 frames per second
- no other coin-operated machine even comes close

The game and its challenge

MicroProse has won major awards for computer game design.

- pilot the USA's supersonic F-15 jet fighter
- freedom to go where you want, when you want
- realistic turns, rolls and loops — just as in a real F-15
- develop your own style of play
- enemy actions are realistic and intelligent

• height 70 inches • width 29 inches • depth 42 inches • weight 350 lbs

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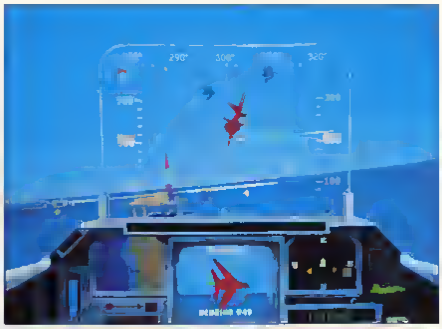

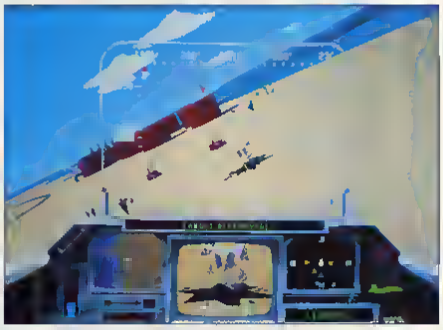

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